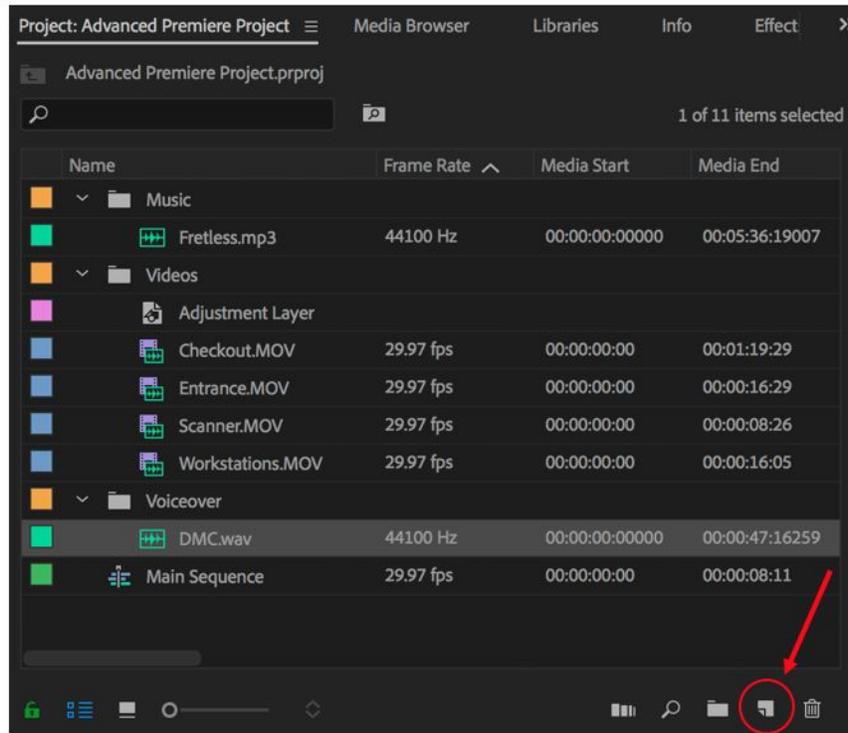


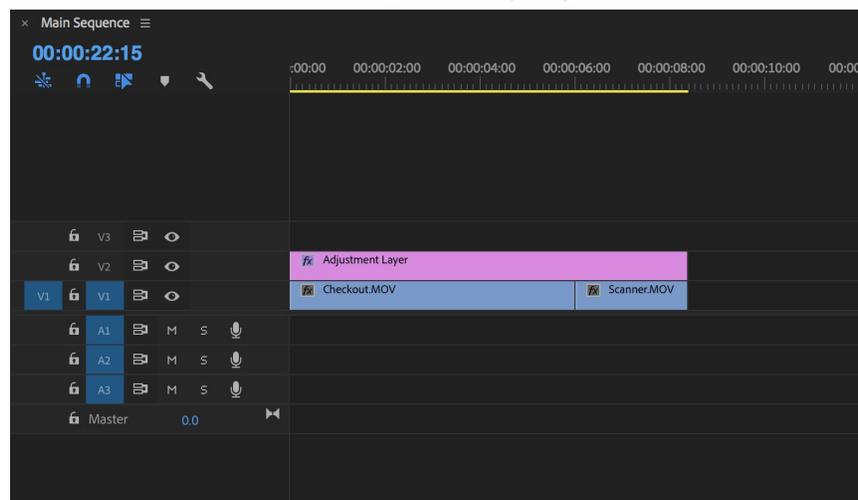
Advanced Premiere Pro - Outline

1. Adjustment Layers

- a. Add clips “Checkout.MOV” and “Scanner.MOV” to the timeline
- b. Click the “New Item” button at the bottom of the project panel, and click “Adjustment Layer”



- c. Drag the Adjustment Layer item onto the timeline on the V2 video track. Extend it to cover the duration of the clips already in your timeline.

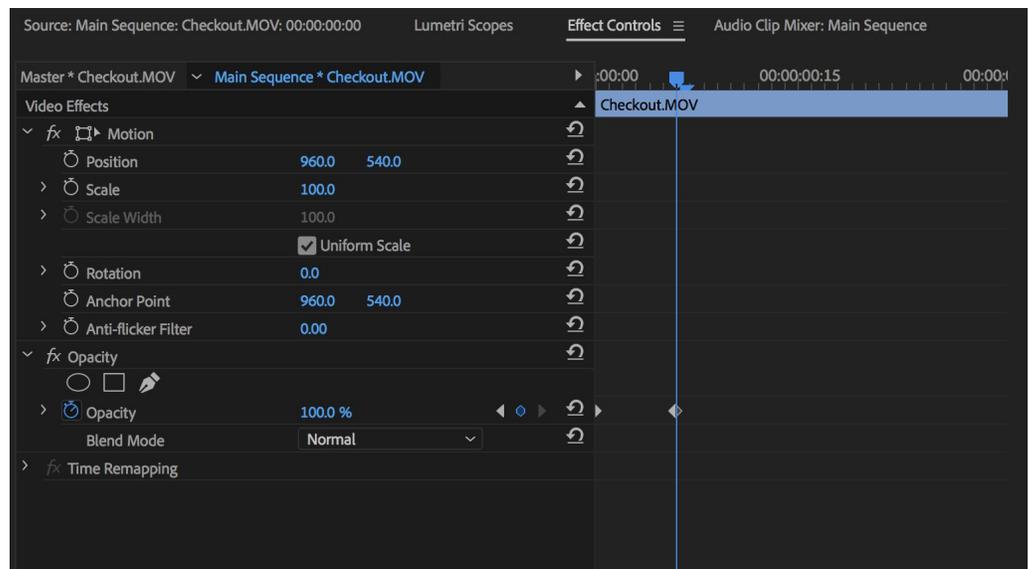


- d. Making changes to the adjustment layer will affect all clips underneath it in other video tracks.

2. Keyframes

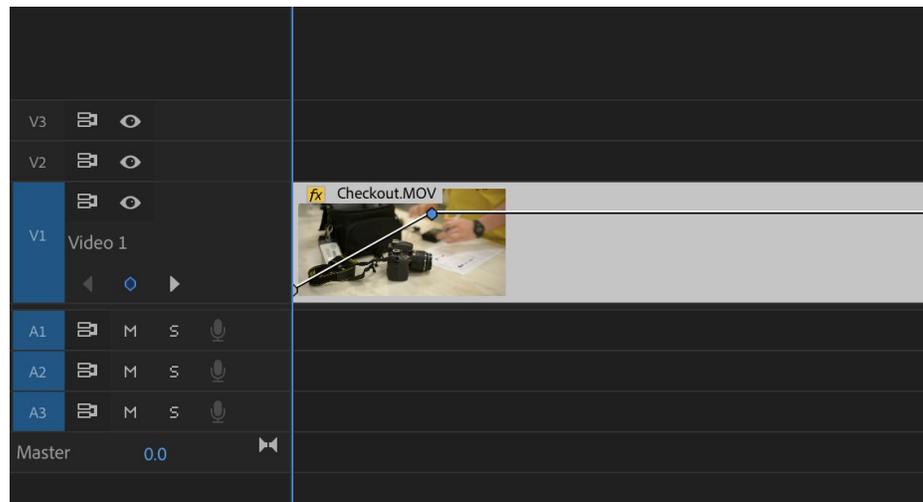
a. Method 1 - Effect Controls

- i. Click on a clip in the timeline (make sure it's highlighted in grey)
- ii. Open the Effect Controls
 1. Either in the source panel or Window > Effect Controls
- iii. By default, clips have Motion and Opacity and Time Remapping
- iv. Click the Opacity drop down
- v. The stopwatch icon indicates that the option can be keyframed
- vi. Enable the Opacity stopwatch icon
 1. A diamond should show up to the right (If not, click the diamond button situated between the two arrows)
- vii. On the right side of that panel, you have a playhead marker
 1. If you move the playhead marker over a keyframe marker (diamond icon), it will highlight blue, meaning you have selected it
- viii. With the first diamond selected, change the opacity to 0%
- ix. Now, move the playhead to the right a little bit, and click the diamond icon to add a new keyframe marker



- x. With this new marker selected, change the opacity to 100%
 - xi. When you click play, the clip should now fade in
- ### b. Method 2 - Clip Keyframes
- i. Right-click on a clip in the timeline
 - ii. At the bottom, choose Show Clip Keyframes, then Opacity
 - iii. You will now have a line going across your clip in the timeline (much like the volume line on audio clips)
 - iv. Click the diamond icon on the track to add a keyframe, then move your playhead and add another

- v. Now drag the first keyframe down all the way to 0



- vi. The clip should now fade in when you play it back

3. Green Screen

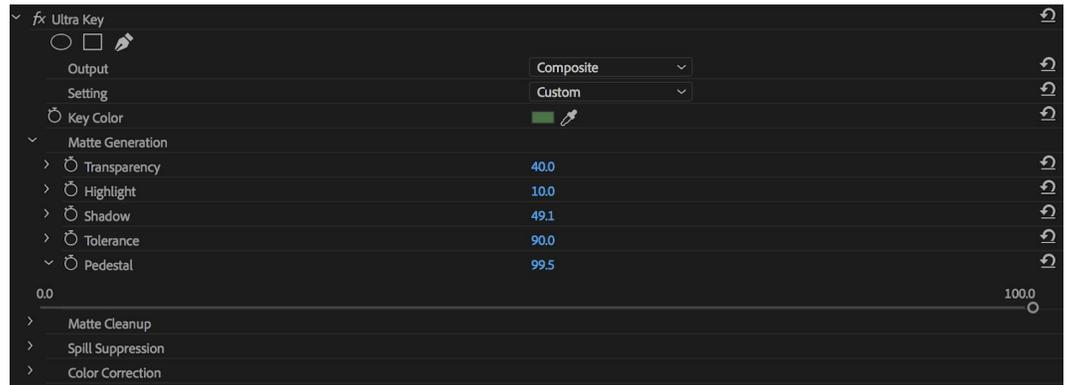
- a. Add "Green Screen.MOV" to the timeline on video track V2
- b. Go to Effect > Video Effects, and search for "Ultra Key"
- c. Drag the Ultra Key effect onto the clip in the timeline
- d. Open up Effect Controls
- e. Open the Ultra Key drop down
- f. Change Setting to Aggressive
- g. Use the eyedropper tool to select the green from the background
 - i. If there's a gradient due to lighting, try to select something in the middle-range of brightness

- ii. Here's the exact color I chose:



- h. Before we get into any other settings, let's quickly add a Color Matte to the timeline underneath the Green Screen clip
 - i. Project Panel > New Item Button
 - ii. Choose Color Matte, hit OK, then choose a color (Red might work best here)
 - iii. Drag the new color matte onto the timeline in the V1 track, underneath the Green Screen Clip
- i. Go back to the Green Screen clip's Effect Controls
- j. Use the Matte Generation settings to make adjustments

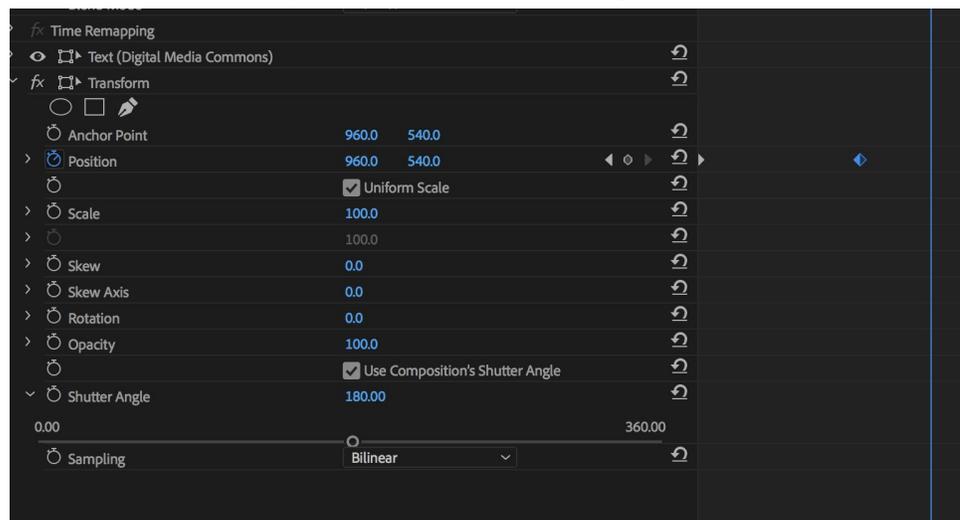
- i. Shadow and Pedestal will be useful for getting rid of the darker part in the top right



- k. You can also change the Output to Alpha in order to get a better view if needed
- l. Add any other clip underneath green screen clip in the timeline, and now you'll see me walk across the scene!

4. Animating Graphics

- a. Go to the Graphics workspace at the top
- b. Add a Basic Title to the timeline above one of the clips
- c. Go to Effects and add the Transform effect (in the Distort folder)
 - i. Drag it onto the title in the timeline
- d. Go to the Effect Controls tab in the source panel window
- e. Open the Transform dropdown
 - i. Set shutter angle to 180 (or just check Use Composition's Shutter Angle)
 - 1. This makes animations look less "unnatural" and will set the animations to mimic 30fps
 - ii. Drag the playhead on the right to the beginning of the clip and toggle the stopwatch button next to Position
 - iii. Now add a second keyframe a later on in the clip

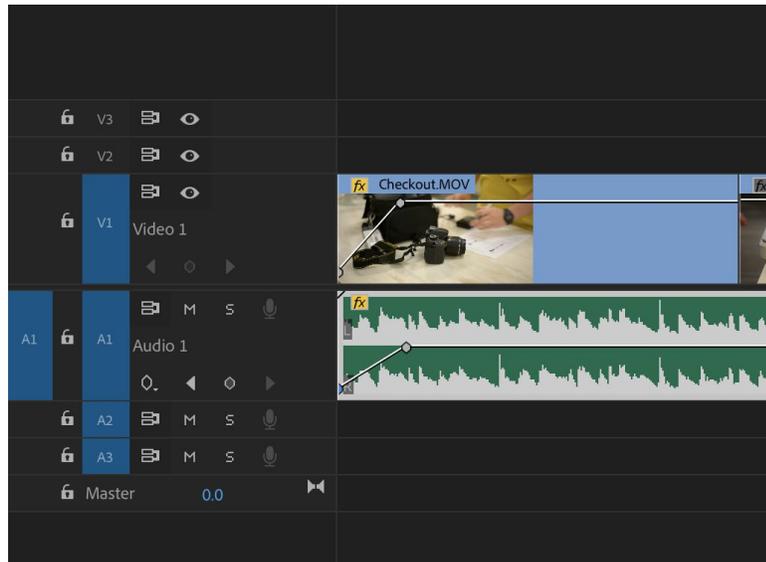


- iv. Use the arrows to make sure the first keyframe is selected

- v. Now change the position values to move the text off the screen
- vi. When you play the clip back, you will see the text move into the screen
- vii. You can also right click your keyframes and choose “Ease In or Ease Out” to smooth the animation

5. Using Keyframes with Audio

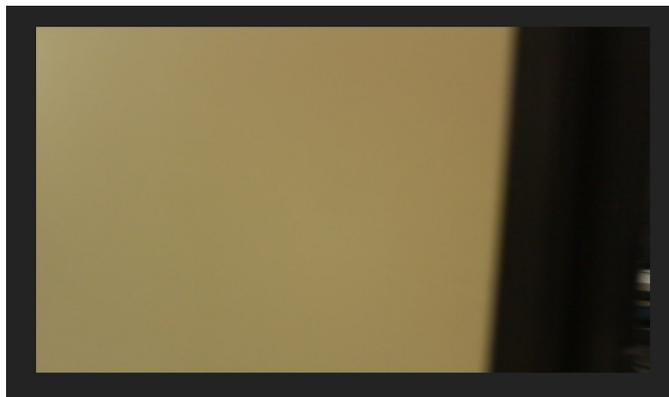
- a. Add the Fretless.mp3 audio clip into the timeline and trim it down to match the beginning and end of your video
- b. On the timeline, we can edit the keyframes for Volume using the diamond icon just like before with the opacity on our video clip
- c. Add two keyframes and set the first one to zero



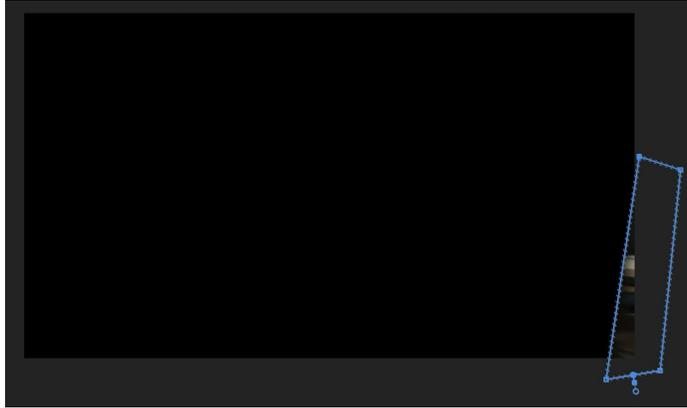
- d. When you hit play, the audio will fade in
- e. There are also more options when you right click and choose Show Clip Keyframes

6. Masking

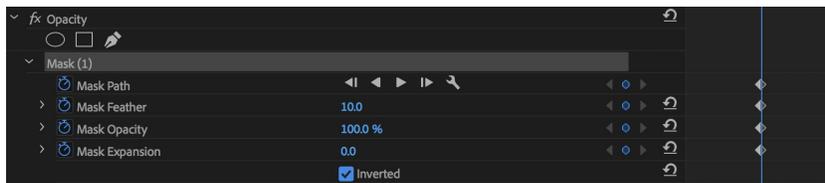
- a. Add the “Pan.MOV” clip to the timeline on the V2 or V3 track
- b. Move your playhead to the exact frame where we first see the next room show up past the wall. Make a cut at that point in time in your timeline.



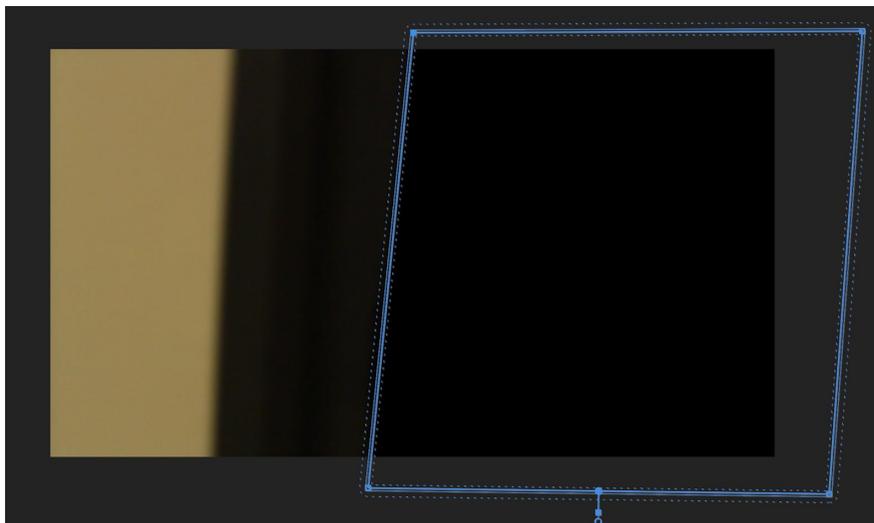
- c. Now open the Effect Controls, and make sure the second half of the clip is selected
- d. Click the pen icon right underneath opacity. This will let us draw a mask.
- e. Draw a mask around the sliver of the next room in the bottom right corner. (Do this by clicking point-to-point)



- f. Now back in the Effect Controls panel, check the box that says Inverted, and toggle the stopwatch next to Mask Path, Mask Feather, Mask Opacity, and Mask Expansion



- g. Now move forward one frame and adjust the mask to cover the new area
- h. Keep doing this frame by frame for the whole scene



- i. Once you're done, add the "Workstations.MOV" clip underneath the Pan clip.
 - j. Hit play to see what happens!
7. Extra Tools (On Separate Handout too)
 - a. Track Select Forward/Backward

- i. Lets you select everything to the left or right of the chosen clip
- b. Ripple Edit
 - i. When you shorten a clip using ripple edit, all following clips shift in time to compensate for the edit, while remaining unchanged
- c. Rolling Edit
 - i. When you shorten a clip using the rolling edit, the adjacent clips will lengthen or shorten to compensate
- d. Slip Tool
 - i. Lets you change the in and out points of a clip, without changing its duration
- e. Slide Tool
 - i. Lets you move a clip while lengthening or shortening the adjacent clips to compensate

TOOLS

Selection Tool

The default tool. Lets you interact with items in the timeline.

Track Select Forward Tool

Selects a clip plus everything to the right of it.

Track Select Backward Tool

Selects a clip plus everything to the left of it.

Ripple Edit Tool

While you shorten a clip, all following clips shift in time to compensate for the edit without changing their duration.

Rolling Edit Tool

When you shorten a clip, the adjacent clips will lengthen or shorten to compensate.

Razor Tool

Cuts a clip at the selected point.

Slip Tool

Lets you change the in and out points of a clip, without changing its duration.

Slide Tool

Lets you move a clip while lengthening or shortening the adjacent clips to compensate.

Hand Tool

Used to navigate through the timeline without using the scrollbar.

For an in-depth look at how these tools work, visit:
<https://www.premiumbeat.com/blog/an-in-depth-look-at-the-adobe-premiere-pro-editing-tools/>